

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) A method comprising:
querying ~~an accessible memory~~ a plurality of accessible memories of respective electronic gaming devices for determining electronic games available for execution on ~~a plurality of the respective~~ the respective electronic gaming devices, and
generating a game directory having entries for one or more of the determined electronic games that are common to at least two of the accessible memories of at least two respective electronic gaming devices.
2. (Currently Amended) A method according to claim 1, further comprising:
querying said at least two accessible ~~memory~~ memories for context data related to said one or more of the determined electronic games, and including said context data in said game directory.
3. (Previously Presented) A method according to claim 2, wherein said context data comprises information related to a multi-player ability of said electronic games.
4. (Previously Presented) A method according to claim 1, wherein said game directory comprises only multi-player enabled electronic games.
5. – 16. (Canceled)

17. (Previously Presented) Computer program product comprising program code stored on a non-transitory computer readable medium for carrying out the method of claim 1.

18. (Previously Presented) Computer program product comprising program code stored on a non-transitory computer readable medium, downloadable from a server for carrying out the method of claim 1, when said program product is run on a computer or network device.

19. – 25. (Canceled)

26. (Currently Amended) A method according to claim 1, further comprising:

determining to display the entries from the game directory on a display of one or more of the at least two respective electronic gaming ~~device~~ devices; and
receiving selection data related to the displayed entries and determining to display the selection data on the display.

27. (Previously Presented) A method according to claim 26, wherein said game directory entries and said selection data are displayed as a whiteboard.

28. (Previously Presented) A method according to claim 1, further comprising receiving and installing a game directory generation and game selection application.

29. (Currently Amended) A method according to claim 1, further comprising ~~sending~~ determining to send a request to retrieve and transfer said game directory entries.

30. (Previously Presented) A method according to claim 1, further comprising receiving a request to retrieve and transfer said game directory entries.

31. (Currently Amended) A method according to claim 1, further comprising determining to send a request to start a game to ~~any one or more of a plurality of other connected game~~ the at least two respective electronic gaming devices according to one or more selected entries from the game directory.

32. – 34. (Canceled)

35. (Currently Amended) An apparatus comprising:
at least one processor; and
at least one memory including computer program code for one or more programs,
the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,
query the memory and one or more accessible memories of respective electronic gaming devices for determining electronic games available for execution on ~~[[a]]~~ the apparatus and the respective plurality of electronic gaming devices, and
generate a game directory having entries for one or more of the determined electronic games that are common to the memory and at least one of the accessible memories of at least one respective electronic gaming device.

36. (Currently Amended) An apparatus according to claim 35, wherein the apparatus is further caused to:

query the memory and the one or more accessible memories for context data related to the one or more of the determined the electronic games, and include the context data in the game directory.

37. (Previously Presented) An apparatus according to claim 36, wherein the context data comprises information related to a multi-player ability of said electronic games.

38. (Previously Presented) An apparatus according to claim 35, wherein the game directory comprises only multi-player enabled electronic games.

39. (Currently Amended) An apparatus according to claim ~~[[34]]~~ 35, further comprising: determining to display the entries from the game directory on a display of the ~~electronic gaming device~~ apparatus; and receiving selection data related to the displayed entries and determining to display the selection data on the display.

40. (Previously Presented) An apparatus according to claim 39, wherein said game directory entries and said selection data are displayed as a whiteboard.

41. (Currently Amended) An apparatus according to claim ~~[[34]]~~ 35, ~~further comprising~~ wherein the apparatus is further caused to:

receive and determine to install ~~receiving and installing~~ a game directory generation and game selection application.

42. (Currently Amended) An apparatus according to claim [[34]] 35, ~~further comprising~~
wherein the apparatus is further caused to:

determine to send ~~sending~~ a request to retrieve and transfer said game directory entries.

43. (Currently Amended) An apparatus according to claim [[34]] 35, further comprising
receiving a request to retrieve and transfer said game directory entries.

44. (Currently Amended) An apparatus according to claim [[34]] 35, ~~further comprising~~
wherein the apparatus is further caused to:

determining to send a request to start a game to any of a ~~plurality of other connected game~~
~~devices~~ the at least one respective electronic gaming device according to one or more
selected entries from the game directory.

45-48. (Canceled)

49. (New) A method according to claim 1, further comprising:

determining participant information relating to one or more of the at least two respective
electronic gaming devices; and

causing, at least in part, presentation, to one or more of the at least two respective electronic
gaming devices, one or more game identifiers of the common games and the participant
information.

50. (New) A method according to claim 49, further comprising:

querying one or more of the at least two respective electronic gaming devices for context
data related to the common games, and including the context data in the game directory.

51. (New) A method according to claim 49, wherein the context data comprises information related to a multi-player ability of the determined electronic games.

52. (New) A method according to claim 49, wherein the game directory comprises the common games that are multi-player.